



Bentley's Hackpack™

INSTRUCTION MANUAL

Bentley's Hackpack

Bentley's Arcade

THE ARCADE IS THE HOPPING HANGOUT FOR SLY AND THE GANG, NOT TO MENTION A NUMBER OF THOSE OUTSIDE THE INTREPID GROUP. YOU CAN NAVIGATE FROM ONE ARCADE GAME TO THE NEXT USING (L)/(R), AND LOOK AROUND YOUR CURRENT AREA WITH THE LEFT STICK. THE THREE PLAYABLE ARCADE GAMES ARE SPARK RUNNER, ALTER EGO, AND SYSTEM CRACKER. THERE'S ALSO AN UNLOCKABLE SECRET ARCADE AND DIMITRI'S PRIZE COUNTER, WHERE YOU CAN PURCHASE UNIQUE COLLECTIBLES WITH ARCADE TOKENS.



Bentley's Hackpack

Controls Controller map





Controls

Arcade And Menu Controls

NAVIGATE MENU OPTIONS..... LEFT STICK/DIRECTIONAL BUTTONS

SELECT OPTION/ENTER/PLAY..... (X)

BACK..... (O)

ORBIT ARCADE..... LEFT STICK

MOVE LEFT/RIGHT..... (L)/(R)

VIEW SCORES
(ONCE IN GAME MENU)..... (Δ)

PAUSE MENU..... (START)

Arcade Tokens

Every level of a game has a list of Arcade Token Challenges that can be completed to earn Tokens, which are used to unlock additional levels. To view how many Tokens are required to unlock new levels, highlight one of the locked icons. Tokens are also used at Dimitri's Prize Counter to unlock collectibles.

In the back of the arcade is Dimitri's Prize Counter, where you can open prizes and collectibles from the Sly Cooper™ games. Select and examine these detailed displays for information about the item's origin. Each prize has an Arcade Token price and can only be opened when you have earned at least that number of tokens.

One of the prizes at Dimitri's Prize Counter allows access to the basement of Bentley's Arcade via the Secret Arcade cabinet. After the prize has been acquired, select the Secret Arcade For a very special treat.

Spark Runner

In Spark Runner, the goal is to navigate the spark through each of the obstacle courses, collecting pickups for points and clock items to extend your time limit. Reach the end goal before time runs out!

CONTROLS

NAVIGATE COURSE..... MOTION SENSOR FUNCTION

JUMP BETWEEN ZIP LINES..... DIRECTIONAL BUTTONS

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Spark Runner

Game Screen



1. CLOCK

2. SCORE

3. ITEMS AND
PICKUPS

1. CLOCK

The clock located on the bottom of the screen displays how much time is remaining. You must finish the course before time's up!

2. SCORE

The number in the upper right is your current score.

3. ITEMS AND PICKUPS

Health Pickup: Quickly restore a percentage of your health. IF you allow your health to completely drain then it's game over!

Sly Masks: Collect Sly Masks to complete challenges. Each stage has Five hidden masks.

Purple Atoms: Earn 1,000 points.

Orange Atoms: Earn 2,000 points For each individual Orange Atom and a 10,000-point bonus when all Five within a group is collected.

Blue Atoms: Earn 10,000 points.

Blue Time Pickups: Add Five seconds to the clock.

Purple Time Pickups: Add 10 seconds to the clock.

Yellow Time Pickups: Add 15 seconds to the clock.

Hourglass: Stop the clock For 10 seconds.

Magnet: Create a barrier that prevents you From Falling off ledges.

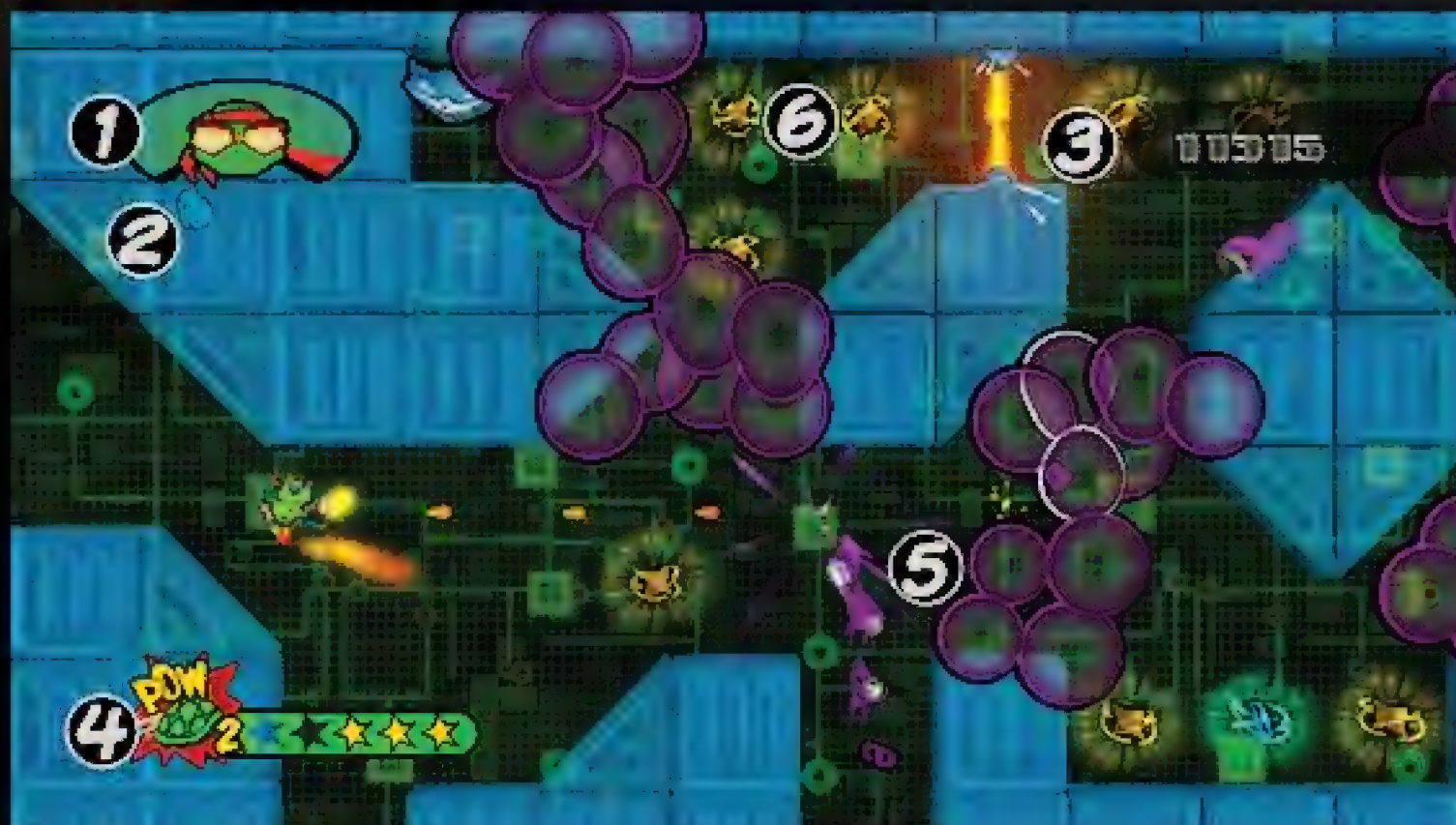
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Alter Ego

Fly through maze-like stages as Bentley's alter ego. Wield automatic guns and collect Ion Bits to gain levels and upgrade Bentley's armory. Eliminate Foes and navigate obstacles to reach the goal. Don't take too long in this action scroller; if Bentley gets caught up, the stage continues to move without him. If Bentley is crushed but doesn't die, he must restart from an earlier point in the level -- but all the enemies he killed remain dead. If he loses all his health, then Bentley is sent back to the beginning of the stage. Progress is saved upon completion of a level.

CONTROLS

NAVIGATE	LEFT STICK
AIM AND FIRE	RIGHT STICK
BOMBS	(R)



1. HEALTH

2. BOMB

3. SCORE

4. POW METER

5. ENEMIES AND
OBSTACLES

6. ITEMS AND
PICKUPS

1. HEALTH

The meter in the upper left is Bentley's health. As he takes damage, portions of it turn red. Once all the green is gone from the meter, it's game over!

2. BOMB

As Bentley collects bombs scattered about the stage, icons appear under the health meter.

3. SCORE

The number in the upper right is your current score.

4. POW METER

The icon in the lower left displays Bentley's current level in the POW meter. To level up, collect the Ion Bits Floating around the stage. Once the POW meter in the bottom left is Full, Bentley levels up and gains more powerful weapons, as shown in the icon. As he takes damage, he downgrades a level and Ion Bits are scattered onto the stage for a short period of time. Collect them again before they disappear to quickly regain at least a portion of your level progress.⁴

5. ENEMIES AND OBSTACLES

Purple Foes come out from all corners of the stage to try and halt Bentley's progress. Take aim and Fire to clear them out of his way. The purple-sludge obstacles can also be cleared with several well-aimed shots, while other obstacles, like red blocks, need to be cleared out with grenades. There are some obstacles, like lasers, that must be avoided completely.

6. ITEMS AND PICKUPS

Health Pickup: Quickly restore a percentage of your health. IF you allow your health to completely drain then it's game over!

Sly Masks: Collect Sly Masks to complete challenges. Each stage has five hidden masks.

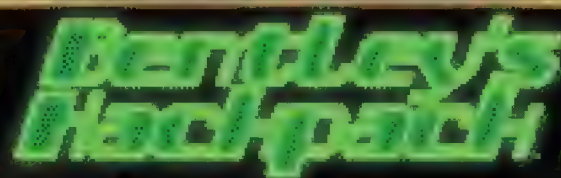
Bit Pickup: Each Bit powers up Bentley's POW meter by one point. Fill up the POW meter to increase Fire power!

MegaBit Pickup: The MegaBit instantly fills Bentley's POW meter to the next level.

Bomb Pickup: The Bomb creates a large radial blast, which eliminates enemies and other hazards.

Logic Switch: Shooting the Logic Switch repeatedly unlocks it and deactivates associated hazards.

Point Box: Repeatedly shooting the Point Box helps Bentley earn big points!



System Cracker

Step into the Shell Code and blast apart obstacles and enemies standing between you and the docking gate. Many stages have multiple areas, which are reached via portals. Remember, sometimes when you travel from one area to the next, you cannot always backtrack. Collect specialty items to improve your tank's abilities and regain health.

CONTROLS

NAVIGATE	LEFT STICK
AIM AND FIRE	RIGHT STICK

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System Cracker

Game Screen



1. HEALTH

2. SCORE

3. RETICLE

4. ITEMS AND
PICKUPS

1. HEALTH

The meter in the upper left is your health. Each of the three available code tanks in System Cracker has its own health meter color: green for the Shell Code, pink for the Panzer Code, and blue for the Speeder Code. As your tank takes damage, you lose a portion of your health. Once the entire meter is drained, it's game over!

2. SCORE

The number in the upper right is your current score.

3. RETICLE

When you move the right stick, a reticle appears on screen to show where you are firing.

4. ITEMS AND PICKUPS

Health Pickup: Quickly restore a percentage of your health. IF you allow your health to completely drain then it's game over!

Sly Masks: Collect Sly Masks to complete challenges. Each stage has Five hidden masks.

Digital Booster Pickup: Increase your speed For a limited time.

Digital Shield Pickup: Increase your defense For a limited time.

Digital Power Shot: Increase your attack For a limited time.

4. ITEMS AND PICKUPS (CONT.)

Keys and Locks: Use keys on locks to deactivate lasers in order to advance through a level.

Blue Switches: Can only be destroyed by drawing a laser loop around it. Sometimes they appear in groups and must be looped in all at once!

Pink Switches: Can only be destroyed with a Giga Bomb.

Blue Gems: Shoot these for a small point bonus. Sometimes they leave behind pickups, too!

Pink Gems: Can only be destroyed with a Giga Bomb.

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*For more information on this
game please visit
www.playstation.com*



PlayStation®

WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

USE AND HANDLING OF VIDEO GAMES TO REDUCE THE LIKELIHOOD OF A SEIZURE

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

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